



IntelliVision

Company Overview

Winter 2020

 **WEDBUSH**



INVESTMENT HIGHLIGHTS

\$30M Capital Raise to Re-launch the Iconic Family Friendly Brand, Intellivision

Large Target Audience

- The Global Gaming market is set to eclipse \$150B by the end of 2019
- 200M hard core gamers, however, there are 3B people who play mobile or casual games

Multiple Revenue Streams

- Console and controller sales are the tip of the iceberg
- Software sales expected to drive recurring revenue with access to online marketplace and subscriptions plans

Simple & Affordable Family Fun

- Games that can be played and enjoyed by everyone from children to grandparents
 - Every game on Amico is rated E for Everyone or E10+
- Wholesome fun that brings everyone together at a great price point

Iconic Brand with Vintage Games

- Intellivision debuted in 1979 and has a large library of vintage and remastered games

Seasoned Management and Advisors

- Industry veterans with thousands of released titles and products under their belts
- A combined 600+ years of experience in the video game sector



A RICH HISTORY OF INNOVATION AND FIRSTS

Intellivision is poised to shake up and move the video game industry forward once again

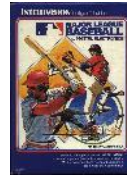


1979

The original Intellivision System launched



First programmable video game console with a built-in **PAUSE** feature



First console to incorporate **pro sports licensing** (NFL, NHL, MLB, NBA & more) for its sports games



With Keyboard Component, became **first** video game console with capability of a **home computer**



Responsible for the **first** "Console War" campaign against Atari

First 16-bit game console a full **2 generations before** it became the industry standard



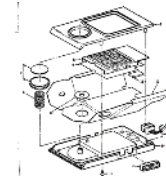
First game console to offer digital video game distribution through PlayCable service



Largest home console software library with release of System Changer, a device that allowed Atari 2600 games to be played



First game console to allow 16 directions, 4 action buttons and 12-button keypad



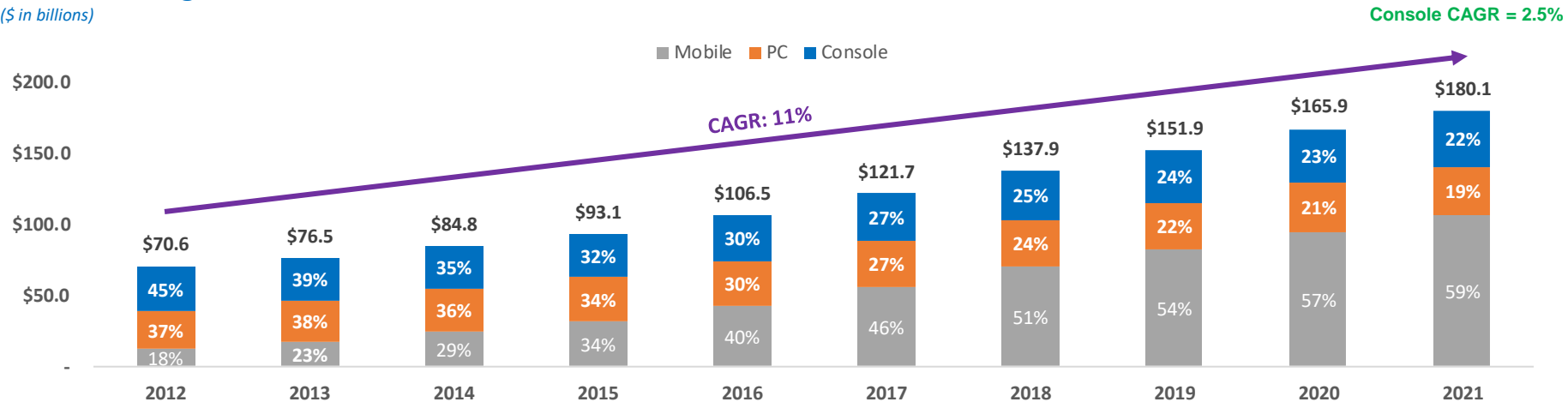


THE OVERALL GAMING MARKET IS EXPANDING

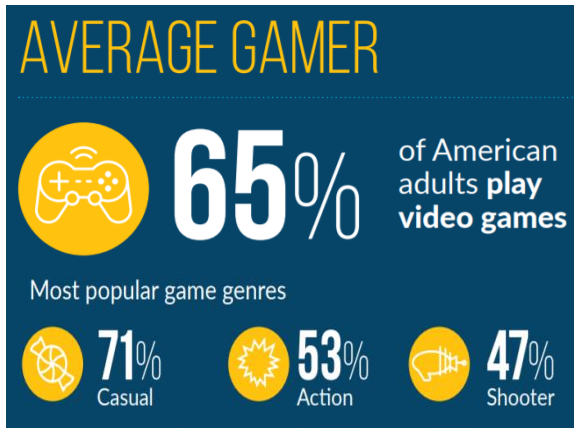
The total console market continues to grow as mobile gaming brings in new gamers

Global Gaming Market

(\$ in billions)



Game Type Segments



Casual games are the largest segment of the overall market

Gender and Age Segments



64% of the general U.S. population are **gamers**. (Nielsen, 2017)



The average **male** gamer is **33 years old**. (Entertainment Software Association, 2017)

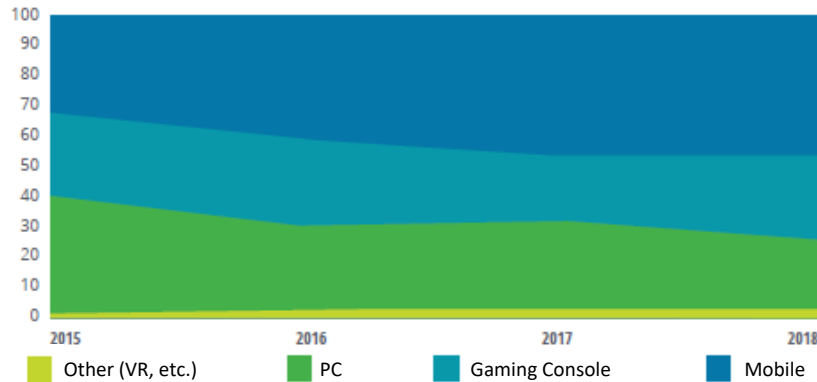


The average **female** gamer is **37 years old**. (Entertainment Software Association, 2017)



AMICO FILLS THE WHITE SPACE IN THE GAMING MARKET

There Has Been a Shift in Video Gaming by Platform



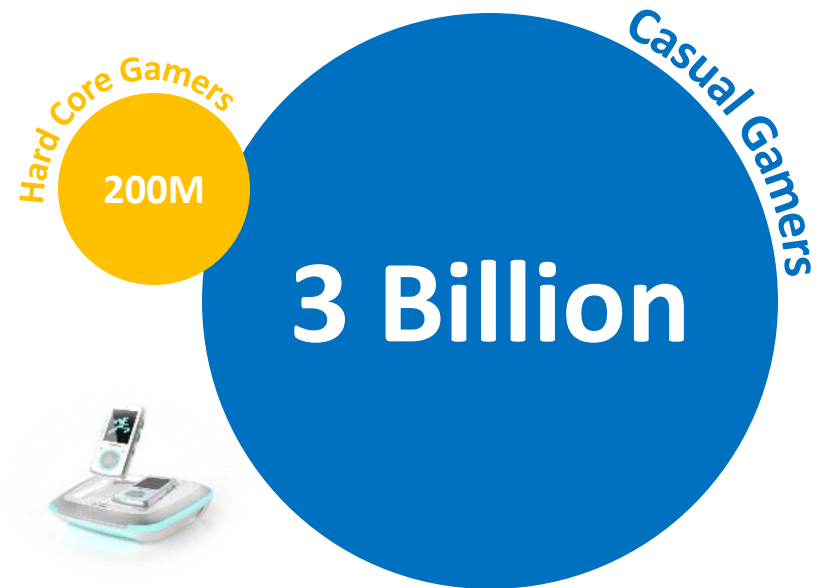
- The proportion of US consumers who play video games has remained **steady at 70%** in recent years
- Overall, the shifts in video gaming by platform indicate that **more time is being spent gaming**
 - The shift to mobile as a video gaming platform hints at increased usage by **non-traditional gamers**



More than half of parents use games as a social activity with their children

Amico is the Perfect Next Step for Casual Gamers

- New gamers transitioning from mobile want an in between step – they are not hard core gamers
- Hardcore gamers are growing up and want to play something with their kids



Target buyer – Parent 30-50*

- Family friendly social media targets
- Morning TV show promotion, mall tours
- Leverage Intellivision brand in retro market
- Celebrity endorsements – Ellen, Jessica Alba

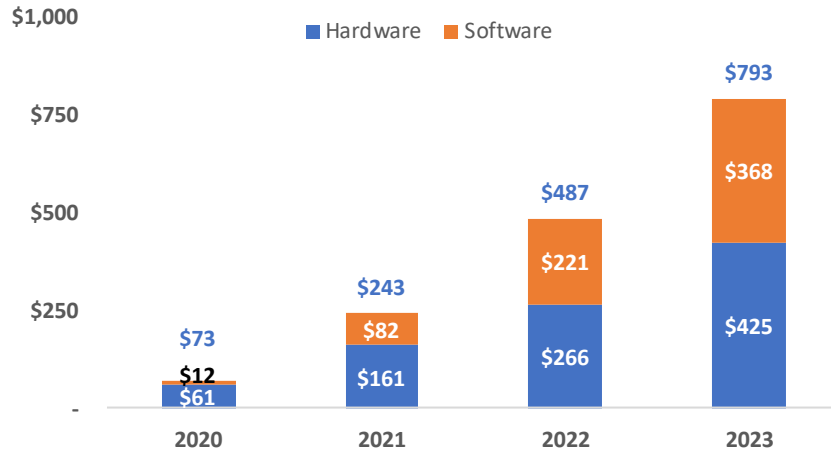
*with younger children in home



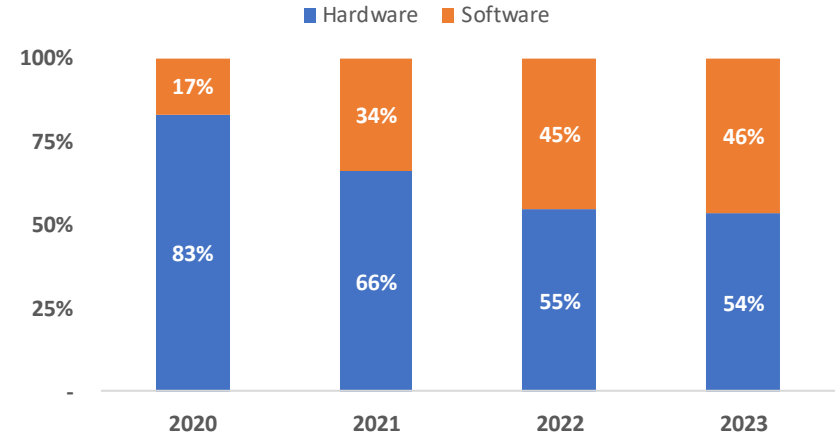
MULTIPLE REVENUE STREAMS

Software sales will drive future growth and will approach hardware sales in the near term

Total Sales by Segment



Total Sales by Segment as a Percentage



Online Marketplace With New Games

- An Amico system will come with two controllers and five installed games
- Most additional games will be available on the online marketplace and priced between \$2.99 and \$9.99
 - New games released into the marketplace weekly
- Potential for subscription packages or bundled games such as party, educational, sports, etc.

Royalty Revenue on Game Development

- Simpler games require less time and up front cost to develop and bring to market
- Digital uploads to the online marketplace reduce unnecessary production costs, distribution logistics and retail price increases
- Weekly releases of new games allows for no / low cost marketing for the developer
- Ongoing royalties for each game purchased

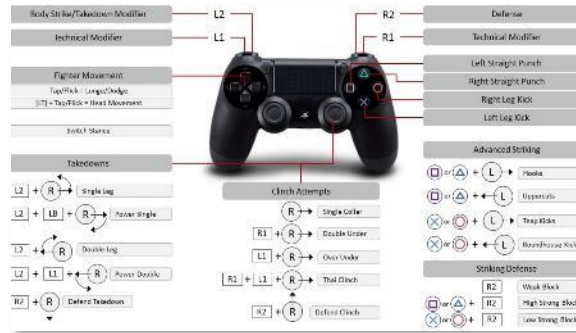


THE PROBLEMS WITH VIDEO GAMES TODAY

Isolation



Complexity



Expense



Expert-Oriented



Sex / Violence



Predatory





INTELLIVISION AMICO IS THE SOLUTION

Amico is the next generation of wholesome family entertainment for 2020 and beyond

INTELLIVISION
Amico



\$229
MSRP

Simple

We're making games simple again, so everyone can enjoy the thrill of play

Affordable

Our games deliver great entertainment value at prices any consumer can enjoy

Family Fun

We're bringing friends and families together, so they can play together



SIMPLE: UNLIKE OTHERS, THE ONLY FOCUS IS GAMING

SIMPLE CONTROLLERS

- Intuitive color touch screen controller
- Incorporates “Discs” as well as tactile side buttons and full motion tracking
- Easy to pick up and play immediately



SIMPLE 2D AND 2.5D

- No need to control both X and Y axis
- Every game is easy to pick up, control and start playing

SIMPLE GAME DESIGNS

- No need to enroll in tutorials or study manuals
- Games are easy to understand and play from power on!

SIMPLE PURCHASING

- Easily purchasable from online store
- Once downloaded, purchase is there forever



AFFORDABLE: WE MAKE GAMING AFFORDABLE

PERFECT PRICE POINT

- Retail price of \$229 and wholesale price of \$190
- 5 games included at purchase
- Comes packed with features of a much more expensive console



EXTRA CONTROLLERS?

- “Virtual” versions of controllers available for free on mobile phones
- Nobody will feel left out during group gatherings

SOFTWARE PRICED RIGHT

- Most online game downloads are priced between \$3 and \$10
- Development is also significantly cheaper than traditional software that have excess manufacturing, printing, distribution costs

EXCLUSIVE SOFTWARE

- Every game – new or retro is exclusive to the console
- Biggest licensed companies from Pong to Tetris will be re-imagined for the Intellivision System



FAMILY FUN: WE MAKE GAMING FAMILY-FRIENDLY

ALL AUDIENCES

- Everyone is invited to play
- Every group, from kids to grandparents, will be addressed to ensure they are part of the Intellivision experience



STRICT QUALITY CONTROL

- All content must pass through the **Intellivision Seal of Approval Phase**.
- Only those that pass the strict evaluation will be allowed on machine

EDU-TAINMENT

- Games on platform can not only be fun but also include learning and positive messaging
- Players are educated on numerous levels

PARENTS CAN FEEL SAFE

- All games will be rated E for Everyone which insures a suitable game experience for all ages
- No micro-transactions and in-app purchases



OUT-POSITIONING THE CURRENT COMPETITION

Intellivision is aiming to capture a broad demographic of video game players

Affordable

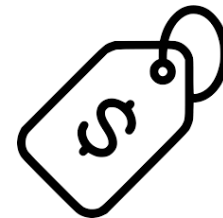
TV Plug & Play
Handhelds



Ages 4-89



All Gender



Significantly Lower Cost

Expensive

Wii



Complex Gameplay

Ease of Play



RETRO AND VINTAGE POPULARITY ARE AT THEIR PEAK

Vintage gaming continues to rewrite history

Great Games + Nostalgia + Simplicity = Big Dollars

— Mat Piscatella

Video Game Industry Analyst, NPD Group



Mat Piscatella @MatPiscatella · Sep 19

Great Games + Nostalgia + Simplicity = Big Dollars

Mat Piscatella @MatPiscatella

US NPD HW - Aug 2018 dollar sales of Plug N Play consoles grew by a factor of 21x when compared to a year ago, and are now up over 400% YTD. The NES Classic Edition is the year's best-selling Plug N Play console in units, while the SNES Classic Edition leads in dollar sales.



Mat Piscatella @MatPiscatella · Sep 18

Sales of Plug N Play consoles in the U.S. are up over 400% year to date. This will help to achieve even higher growth.



PlayStation @PlayStation

Introducing PlayStation Classic, launching this December and pre-loaded with 20 generation-defining games. First details: playstation.com/classic #PlayStationClassic





ICONIC BRAND WITH PREMIUM TITLES AND LICENSING

Well Known Classic Titles

- Currently have 88 games in pipeline
- Diverse focus on different genres of games



*Currently in later stage discussions

Licensing Discussions with Key Partners

- Focus on partnering with large IP companies to only offer premiere retro games
- Atari Partnership
 - License for 12 games
- In discussion with top tier partners





INTELLIVISION LEADERSHIP

Visionary Management Team with unparalleled industry expertise



Tommy Tallarico
CEO/President

- Over 30 years experience as a game designer, product manager, writer, sound designer, music composer
- Founder/CEO, Video Games Live (World's longest running live orchestral concert series), Founder, Game Network Guild
- Emmy/Telly Award winner as producer, on-air talent for syndicated video game TV show
- Hall of fame, Yankees minor league baseball player



Nick Richards
CFO/COO

- Over 20 years of entrepreneurial-driven innovation and execution leadership with strong track record of managing growth strategies from small start-up to larger multi-product divisions up to \$300M in revenue
- Broad experience in packaging software companies for sale with four sell side acquisition transactions
- Co- founder/Chief Technology officer Datalabs (sold to Clinphone Plc for \$38 million)
- California Polytechnic State University, San Luis Obispo



Jason Enos
VP Production

- Regarded as one of the top video game product managers and producers in the world having worked on award-winning franchises as Metal Gear Solid, Castlevania, Contra, Dance Dance Revolution, PAC-MAN, Silent Hill, Tekken, Ace Combat, Dragon Ball Z, Naruto, Dark Souls, Monopoly, Karaoke Revolution and over 100 more
- Director, Brand & Latin America Marketing for Bandai Namco Entertainment Senior Product Manager for the casual games division at Electronic Arts, Senior Product Manager for Konami Digital Entertainment
- Responsible for bringing Dance Dance Revolution to the console gaming market in North America and building the franchise to \$250+ million



William Fisher
VP Technology

- President & Founder, Quicksilver Software
- First generation of video game designers beginning with Mattel Electronics/Intellivision in 1981
- Instrumental in bringing the very first voice to a video game with his work on B-17 Bomber for the Intellivoice
- Chairs the GameSIG and GameSIG Intercollegiate Game Showcase
- Served on the Program Committee for the IEEE Games Innovation Conference and as a leader of the IEEE 2200 Standard Committee



Phil Adam
VP Biz Dev

- Founder & President at Spectrum HoloByte,
- VP of Sales & Marketing and VP of Business Development at Interplay Productions, President & COO of Interplay in 2002, helped take company public
- Involved in bringing 350+ IPs to market including Tetris
- Chairman of Software Publishing Association



Hans Ippisch
President, Europe

- Founder HAIP Software, CEO Computec Media GmbH
- Select Computer Game Titles: Soldier, Bad Cat, Nasty Sphere, Danger Freak, Pure Seed, Rock n Roll, Kangarudy, Ugh!
- Editorial Director, Commercial Director, Publish Director Computec Media Group



AN ABUNDANCE OF GAMING EXPERIENCE

Highly regarded and seasoned gaming Executives, Board Members and Advisors



Mike Dietz, Art Director

26+ Years in industry



Andre LeMothe, Hardware

25+ Years in industry



Perrin Kaplan, Marketing

30+ Years in industry



Scott Tsumura, Advisor (Japan)

22+ Years in industry



Michael Gallagher, Advisor

30+ Years in industry



Abbey Konowitch, Advisor

35+ Years in industry



David Perry, Board Member-Investor

30+ Years in industry



Kelli Horner, PR

20+ Years in industry





ADDITIONAL OPPORTUNITIES

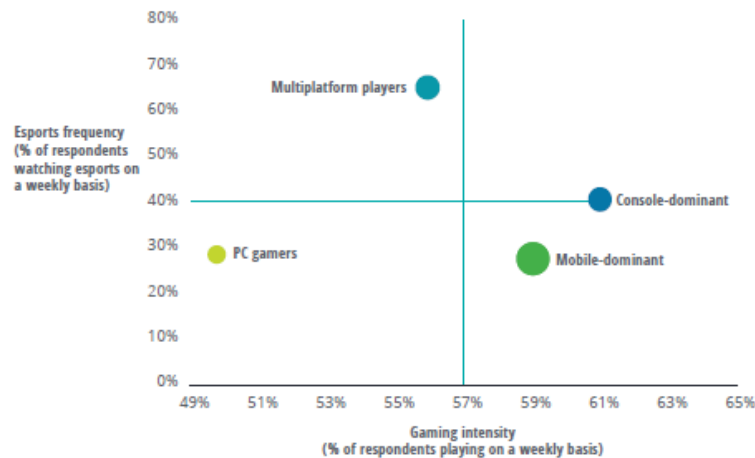
Intellivision is in an optimal position to take advantage of the intersection of video games, sports entertainment and healthcare

eSports

- Intellivision will make eSports accessible to everyone
 - “We are the rec league of eSports”
- Sponsor backed, promoted tournaments for amateurs as well as locally commissioned intra-mural and recreational leagues
- The eSports market continues to gain momentum, however, it excludes the casual gamer completely
 - Amico will allow the casual gamer to compete with the launch of the Gamer Rating System

FIGURE 6

Multiplatform players above average for esports viewing frequency



Healthcare

- Health benefits of social gaming:
 - Spatial navigation: helps with coordination and awareness
 - Reasoning: enhances understanding of logic and self regulation
 - Memory and perception: practicing to focus and concentrate through puzzles and games
 - Problem-solving skills: playing intellectually stimulating games will further brain development and cognition
 - Group participation and teamwork: fosters bonding with children and parents





AMICO CONSOLE TECH SPECS

Dimensions / 11in x 9.5in x 2.5in

CPU / 8 core, 1.8Ghz

Memory / 2GB RAM, 16GB Flash

Connectivity / HDMI, 12V power, 3 USB
(2 charging, 1 memory expansion), SD card

Video / 1080p HDMI

Wireless / Bluetooth, WiFi, RFID

Additional Features / Interactive Guidance Lighting, integrated wireless contact charging, passive cooling, Karma™ Gaming Engine

Colors / Glacier White, Obsidian Black and Limited Edition color options Vintage Woodgrain, Galaxy Purple and GTO Red





AMICO CONTROLLER TECH SPECS

Quantity / Two shipped with console

Dimensions / 6in x 2.75in x 1in

Wireless / Bluetooth, WiFi, RFID

Charging / Integrated wireless contact and/or wired USB C

Screen / 3.2" diagonal, 320 x 240 TFT color touchscreen

Audio / Speaker and microphone

Disc / 64-position disc with pressure sensing and interactive LED lighting

Buttons / 4 over-sized ambidextrous shoulder buttons, home button

Motion Control / gyroscope, accelerometer (wrist straps included)

Additional Features / Haptic force feedback, dedicated CPU and on-board memory



The Amico controller is designed for functionality and simplicity - with a familiar touchscreen, disc, and motion controls, anyone can join in on the fun.



MANUFACTURING & DISTRIBUTION

Avnet's Turnkey & Logistic Solution

- Avnet, Inc. is the lead manufacturing and distribution partner
 - Turnkey solution for supply logistics, contract manufacturer oversight, warehousing and distribution
 - ProscalNext, multi-tenant web based application
 - Float for all WIP components until shipping from manufacturer
 - Retail forecasting and fulfillment options

Target Manufacturing & Distribution Locations

- Target manufacturing locations:
 - China, Vietnam, Malaysia and Mexico
- Target warehousing and distribution locations:
 - Germany, Mexico and Phoenix
- Global Distribution
 - Currently in Canada

High-level Process:

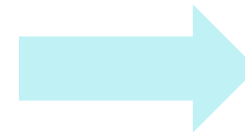
IntelliVision

Send order of predetermined stocking levels



AVNET
Reach Further™

Purchase raw materials,
Manufacture, Ship product



Customer

Receive goods and invoice

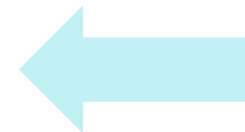
IntelliVision

Receives Avnet shipping notification



AVNET
Reach Further™

Order Fulfillment Supported
by Avnet's ProscalNext



Customer

Transmit order via EDI

IntelliVision



INTELLIVISION IS HEADING IN THE RIGHT DIRECTION

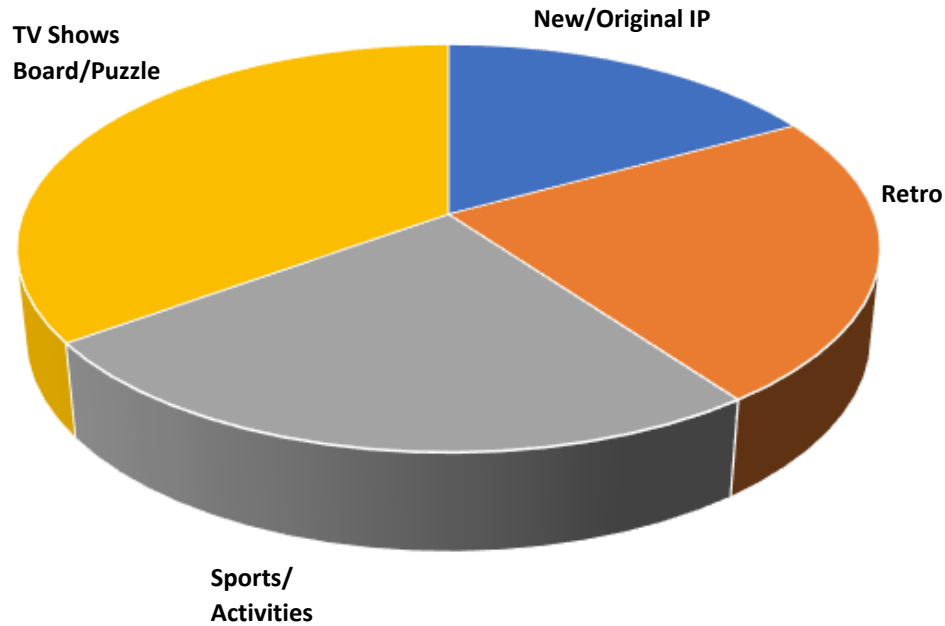
- ✓ Console component engineering and hardware design complete
- ✓ Executives in negotiations with two manufacturers
- ✓ Currently have 22 playable games on Intellivision hardware
- ✓ Successful demo at E3 2019
- ✓ Discussions and commitments from major retailers including Walmart, GameStop, Costco, Amazon, Best Buy and others
- On track to obtain Channel Partners and manufacturing by April 2020
 - Anticipates to obtain strategic partnerships through the Channel Partner Showcase
- **On track for 10/10/20 launch date**



Appendix



GAME DEVELOPMENT



- Most digital download games \$2.99 - \$9.99
- Console comes with 5 games
- Handpicked world class game development partners
- Curated digital online game store with 40 games at launch
- 22 playable games at E3 – June 2019



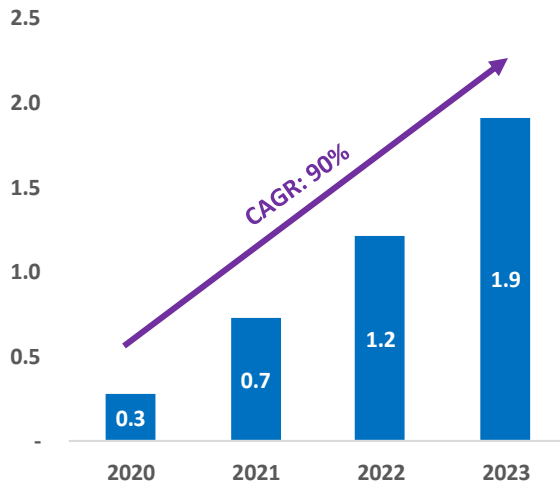


FINANCIAL PROJECTIONS

(\$ in millions, except units)	2019	2020	2021	2022	2023
Units Sold	-	280 K	730 K	1.2 M	1.9 M
Hardware Sales	-	\$60.7	\$161.1	\$266.0	\$424.9
Software Sales	-	\$12.1	\$82.3	\$221.4	\$368.0
Total Sales	-	\$72.8	\$243.3	\$487.4	\$792.9
Profit (EBITDA)	(\$4.6)	(\$8.8)	\$22.5	\$86.7	\$165.0

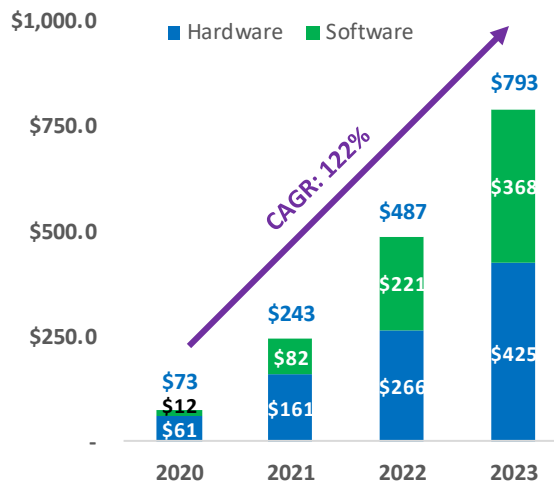
Units Sold

(in millions)



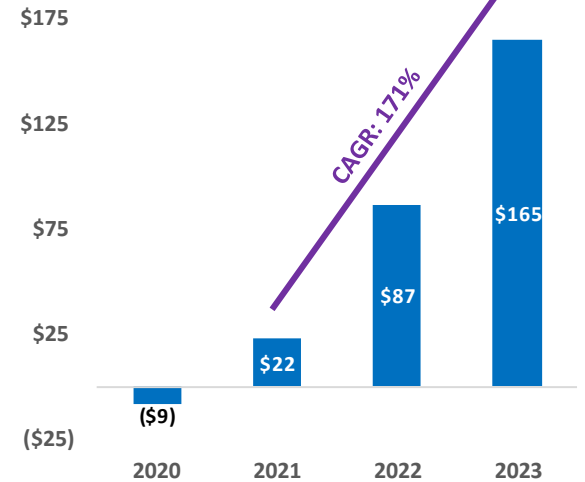
Total Sales

(\$ in millions)



EBITDA

(\$ in millions)





ORG CHART AND SUMMARY CAPITALIZATION TABLE

Summary Capitalization Table

Investor	Titles	Options Granted	Total Shares Outstanding	Ownership %
Tommy Tallarico	CEO/President	705,000	7,680,000	31%
Stephen Roney	Manager	-	6,000,000	24%
Giant Entertainment	Outside Board Member	-	3,580,000	14%
Nick Richards	CFO/COO, Manager	470,000	1,920,000	8%
Design-Make-Crete	Outside Board Member, Manager	-	1,920,000	8%
Other	-	207,143	3,916,288	15%

Organizational Chart

